

LASER SQUAD

QUICK REFERENCE

INSTALLATION INSTRUCTIONS

Laser Squad will only run from hard disk and must be installed from the original floppy disks. To run the INSTALL program follow the procedure listed below. Insert disk 1 into any floppy drive:

TYPE A:INSTALL < ENTER>.

NOTE: The above example shows how to install Laser Squad from drive A. If another drive is being used, simply change the letter 'A' in A: for the intended drive letter (eg. B:).

The on-screen instructions will prompt you to specify a destination drive and a destination directory name. The default is 'C' drive and \LASER directory. If you wish to change these, simply type in the drive letter and directory name you want. When you are content with each, press <ENTER>. Unless there is problem (see below), INSTALL will copy all the required files onto your hard disk, stopping occasionally to ask for the next floppy disk. Insert each disk when asked until all files are copied onto your hard drive. Laser Squad is now ready to run.

HARD DISK

Laser Squad will only run from a hard disk. It requires a minimum of 9 Megabytes of free disk space. INSTALL checks that there is space on your hard disk to install Laser Squad. If there is not, an error message will warn you, and the installation will stop. It is possible to free more disk space by deleting unwanted files from your hard disk before running INSTALL again. It is recommended that before deleting files from your hard drive, you first back them up onto floppy disks.

MEMORY

The game requires a minimum of 520K free memory. The Sound Blaster option requires a minimum of 128K additional memory. If you have a Sound Blaster card but no extended memory, select the ADLIB option. INSTALL checks that there is enough memory available. If this is not the case, a warning message will appear. If this happens, it is possible to free more of your computer's memory by removing unnecessary device drivers from your CONFIG.SYS file (see your DOS Manual for the procedure).

GRAPHICS ADAPTER

Laser Squad runs in VGA 256 color mode, and requires a standard VGA video card with at least 256K of video ram. MCGA video cards with less than 256K of video ram will not work properly.

SOUNDS

There are 4 sound options available:

1. ADLIB 2. SOUND BLASTER 3. ROLAND 4. NO SOUND.

If you have any of the sound cards listed installed in your computer, select the sound option you want by pressing keys 1 to 4. If you don't have any of the above cards installed press 4.

If you have either a Roland or a Sound Blaster card installed in your computer you may need to change some software settings in order for the game to use them properly. This is only true if you have changed any of the jumper settings on your sound card.

SOUND BLASTER

On the Sound Blaster card both the IRQ line and the I/O base address can be changed. In most cases this will not be necessary but if it is, the settings can be changed via command line options (see LOADING OPTIONS).

ROLAND

On the Roland card both the IRQ line and the I/O base address can be changed. In most cases this will not be necessary but if it is, the settings can be changed via command line options (see LOADING OPTIONS).

STARTING THE GAME

Change to the directory where Laser Squad is installed.(eg. CD\LASER).
TYPE LASER <ENTER>.

LOADING OPTIONS

The following switches are available by typing LASER /? <ENTER>:

/SBn Set Sound Blaster I/O base address to n. (eg. 220, 230, 240, 250, or 260)
/SIn Set Sound Blaster IRQ to n. (eg. 2, 3, 5, or 7)
/RBn Set Roland I/O base address to n. (eg. 330, 332, 334, or 336)
/RIIn Set Roland IRQ to n. (eg. 2, 3, 4, 5, 6, or 7)
/NI No Intro

KEYS

(The keyboard can be used to simulate the actions of the mouse.)

ARROW KEYS	Move the pointer
SPACE	Left mouse button
LEFT ALT	Right mouse button
DELETE	Scroll map to left
PAGE DOWN	Scroll map to right
HOME	Scroll map up
END	Scroll map down
CTRL+ESC	Quit game.

If you need further assistance, MicroLeague technical support can be reached by telephone at:
(302) 368-9990 from 8:00 AM to 5:00 PM Eastern Time.